

Fig. 1

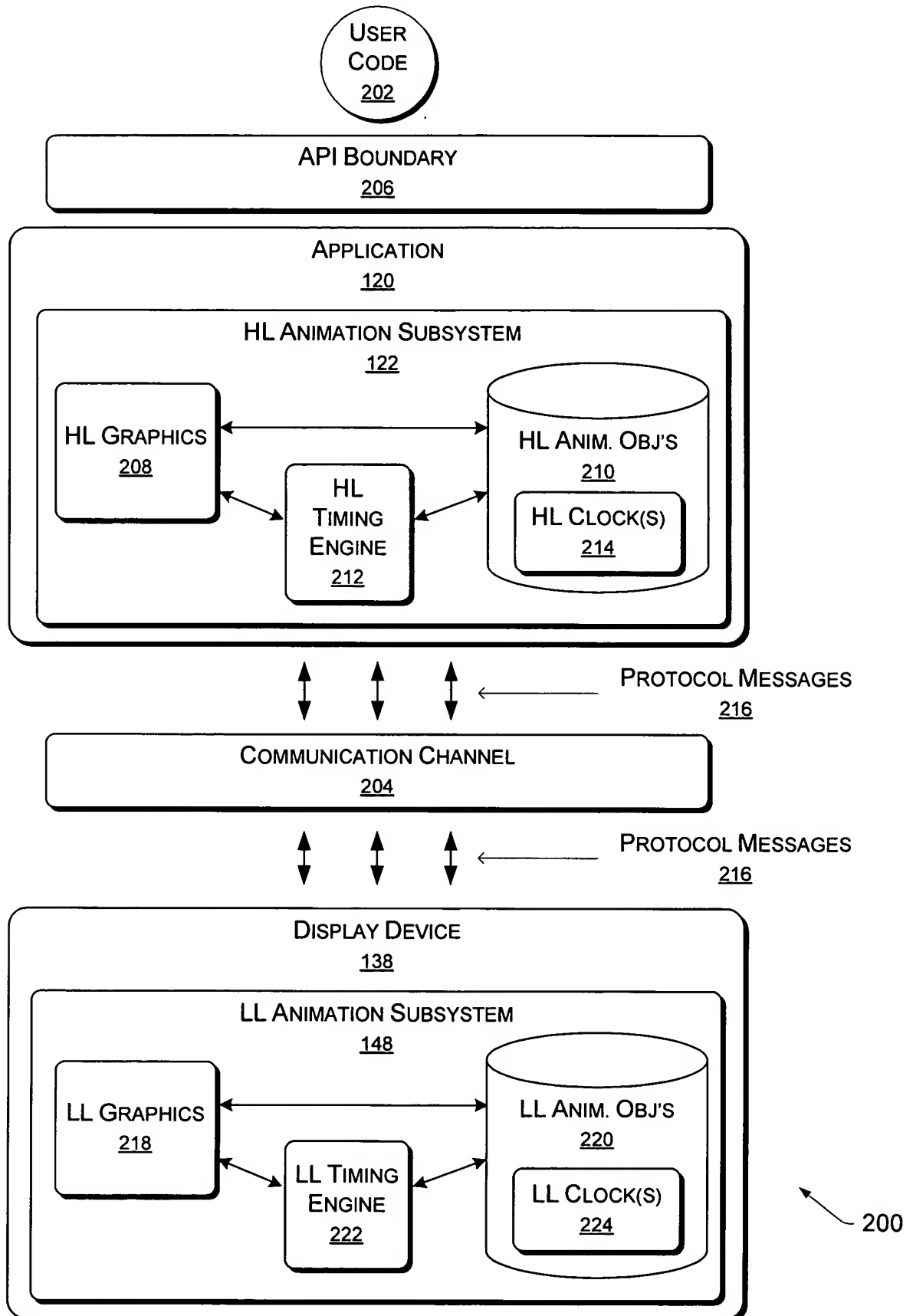


Fig. 2

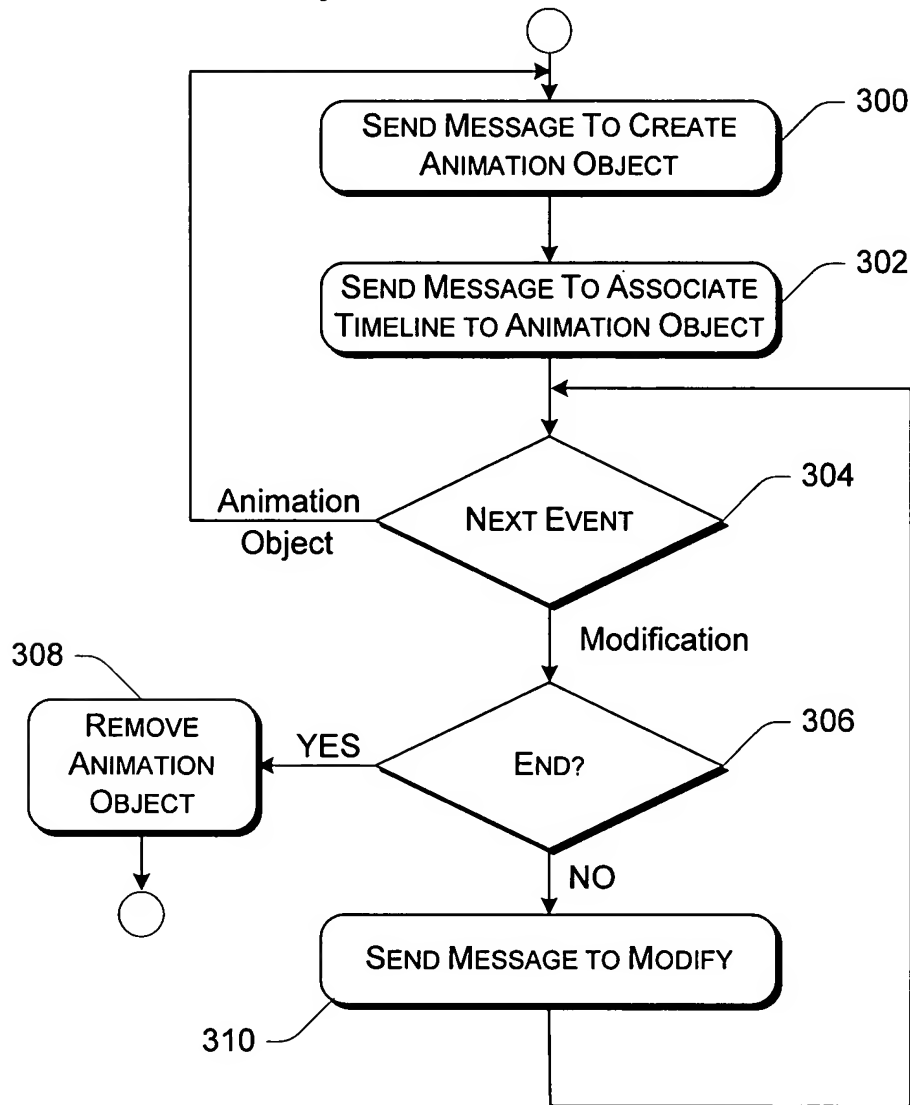


Fig. 3

HIGH LEVEL TIMING ENGINE TO LOW LEVEL TIMING ENGINE	
<u>MESSAGE</u>	<u>PARAMETERS</u>
CREATE CLOCK	INITIAL CLOCK PROPERTIES
UPDATE PROPERTIES	TARGET CLOCK; UPDATED PROP'S
ADD INTERVAL	TARGET CLOCK; INTERVAL PROP'S
RESET SYNCHRONIZATION SLIP	TARGET CLOCK
REMOVE ALL INTERVALS	TARGET CLOCK
DELETE CLOCK	CLOCK TO DELETE

400

Fig. 4a

LOW LEVEL TIMING ENGINE TO HIGH LEVEL TIMING ENGINE	
<u>MESSAGE</u>	<u>PARAMETERS</u>
SYNCHRONIZE WITH MEDIA SLIP	TARGET CLOCK; SLIP AMOUNT

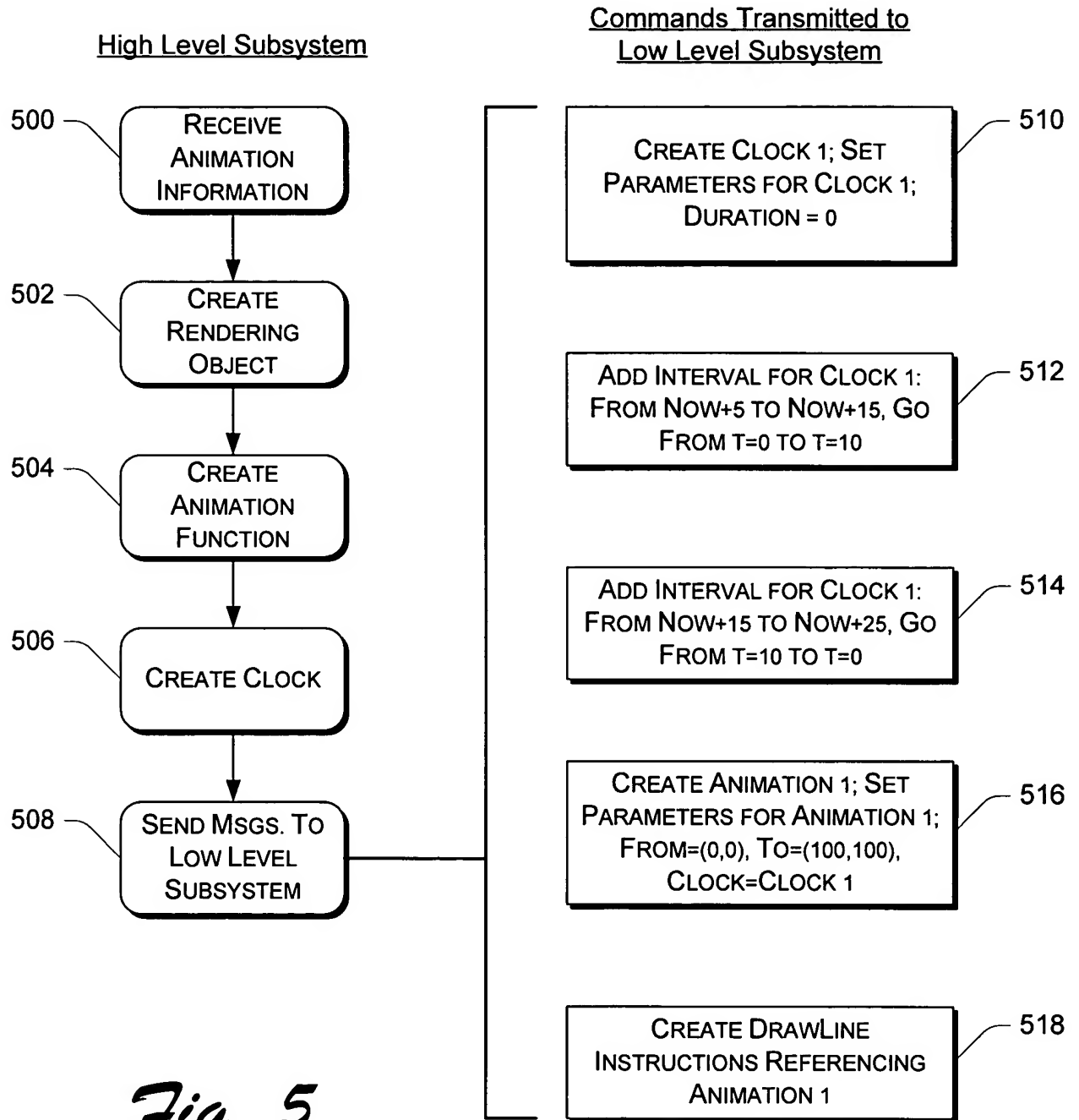
430

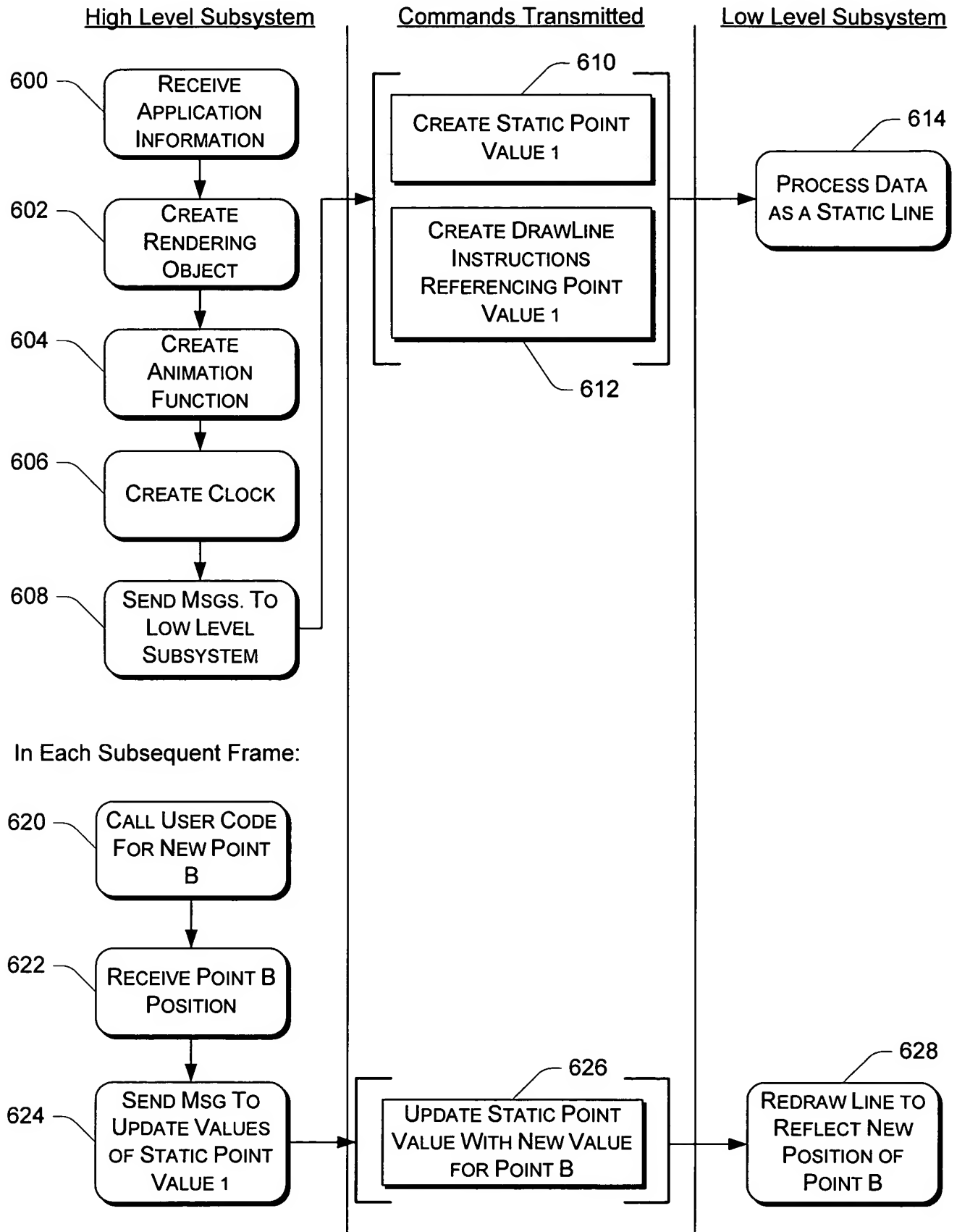
Fig. 4b

HIGH LEVEL ANIMATION OBJECTS TO LOW LEVEL ANIMATION OBJECTS	
<u>MESSAGE</u>	<u>PARAMETERS</u>
CREATE ANIMATION	OUTPUT VALUE TYPE, ANIMATION FUNCTION & CONTROLLING CLOCK
UPDATE ANIMATION	TARGET ANIMATION; UPDATED PROP'S
CREATE ANIMATION COLLECTION	INITIAL LIST OF ANIMATIONS
ADD ANIMATION TO COLLECTION	TARGET ANIMATION COLLECTION & ANIMATION TO ADD
REMOVE ANIMATION FROM COLLECTION	TARGET ANIMATION COLLECTION & ANIMATION TO REMOVE
CREATE STATIC VALUE	VALUE TYPE; INITIAL VALUE
UPDATE STATIC VALUE	TARGET STATIC VAL OBJ.; NEW VAL

440

Fig. 4c



*Fig. 6*

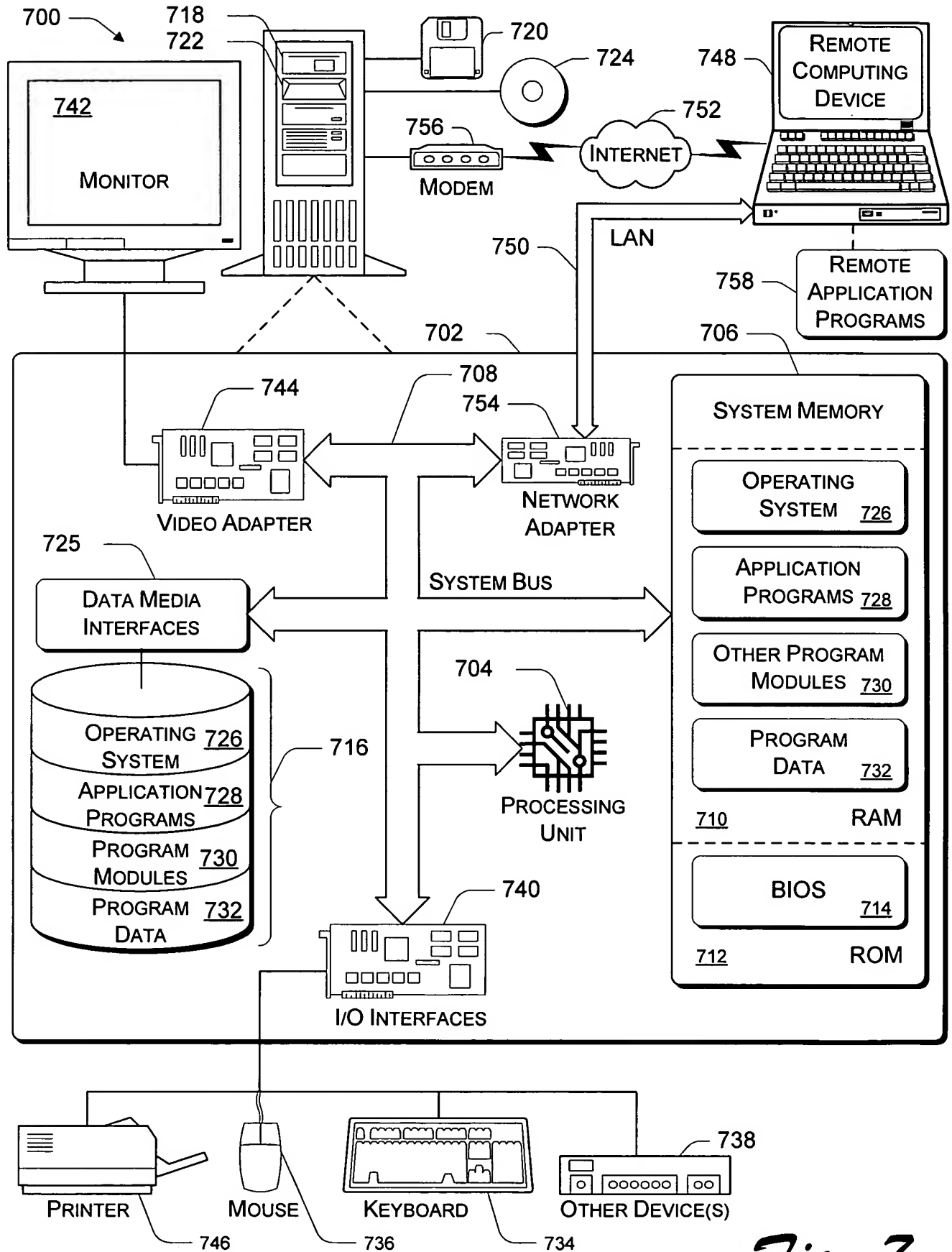


Fig. 7